I'm human

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The Hero structure is a widespread pattern found in various stories, considered an archetypal path that underlies every narrative. It was first studied by Vladimir Propp and later developed by other scholars such as Joseph Campbell, David Adams, and Christopher Vogler. The Hero structure consists of 15 steps, representing the typical development of a character's journey. These steps can be identified in many movies and books: ORDINARY WORLD, where the hero is in their familiar environment; CALL TO ACTION, an event that changes the balance; REFUSAL OF THE CALL, the hero's hesitation; MEETING THE MENTOR, meeting a guide who helps them; CROSSING THE FIRST THRESHOLD, finally deciding to enter the new world. The story then progresses through meetings with ALLIES and ENEMIES, TRIALS, the FULFILLMENT of the hero, the ORDEAL where they get what they're looking for, and ends in RESOLUTION, whether good or bad. Although most stories have only one hero, there are three additional CHARACTER cards that can be placed on the left side of the HERO'S STEPS cards to manage the development of three different characters. Il viaggio inizia con l'incontro con Morpheus, che offre due opzioni: entrare nel mondo straordinario o no. La scelta giusta apre la porta all'avventura, durante la quale ci si scontra con alleati e nemici, si superano prove e si completa il destino dell'eroe. La storia si sviluppa fino alla conclusione, che può essere felice o triste. Tuttavia, anziché avere solo un eroe, troverai tre personaggi principali, ognuno con la propria storia da raccontare. Per creare la tua storia, puoi scegliere come ordinarla: da principio a fine, dalla fine al principio, o in modo diverso. Puoi utilizzare asset e conflitti per sviluppare il tuo racconto. I tuoi personaggi possono evolvere internamente o esternamente, e ci sono diverse possibilità per la tua storia. **The Hero's Journey: A Step-by-Step Guide** #### Ordinary World and Call to Action * Identify the hero's world at the beginning. * Determine what breaks the balance in their life. #### Meeting the Mentor * Who guides the hero? * How does the mentor help them? #### Crossing the First Threshold and Refusal of the Call * What is the hero afraid of? * What happens to change their mind? #### Trials and Allies * How is the hero learning in the new world? * Who are they encountering? * How do these relationships aid or hinder the hero's progress? #### Enemies and the Ordeal * What challenges does the hero face? * Are the enemies similar to the hero, or do they represent a contrasting aspect of their personality? #### The Road Back and Resurrection * What does the hero gain from their experiences? * How has the journey changed them? * What consequences must they face upon returning home? **The Hero's Journey: A Summary** The hero's journey is a transformative process that involves overcoming fears, facing challenges, and learning from experiences. It's a story of growth, self-discovery, and the quest for meaning. Each step in this journey presents an opportunity for the hero to learn and evolve. * Ordinary World: The hero's life before the journey begins. * Call to Action: The event that sets the hero on their path. * Meeting the Mentor: Guidance and support from a wise figure. * Crossing the First Threshold: Leaving behind the ordinary world and entering the unknown. * Refusal of the Call: Initial reluctance to embark on the journey. * Trials and Allies: Obstacles and relationships that aid or hinder progress. * Enemies and the Ordeal: Challenges and adversaries that test the hero's resolve. * The Road Back: The return home, often with a newfound appreciation for life. * Resurrection: The culmination of the hero's growth and transformation. **Consequences and Legacy** The hero's journey leaves a lasting impact on their world and themselves. Consequences arise from the actions taken during this transformative process. Legacy is born from the lessons learned and the experiences shared. Each character in the story plays a significant role, influencing the hero's path and shaping the outcome of their journey. Whether they're allies or adversaries, each character contributes to the richness and depth of the narrative. The Hero's Journey: A Pattern in Many Stories ---------- **Villain #6** ---------- The villain's fate is left blank for now. **Hero's Development Cards** ---------- The HERO STRUCTURE is a timeless pattern found in many stories. It was first studied by Vladimir Propp and later by scholars like Joseph Campbell, David Adams, and Christopher Vogler. The hero's journey consists of 15 typical steps: 1. **ORDINARY WORLD**: The hero starts in their familiar environment, like Neo, an unsatisfied hacker searching for answers. 2. **CALL TO ACTION**: An event changes the balance, drawing the hero into a new world. 3. **REFUSAL OF THE CALL**: The hero is hesitant and resists the change. 4. **MEETING THE MENTOR**: A guide offers help to overcome the obstacles. 5. **CROSSING THE FIRST THRESHOLD**: The hero decides to enter the new world, marking a turning point. Then comes the meeting with **ALLIES** and **ENEMIES**, followed by **TRIALS**, **FULFILLMENT**, and the final **ORDAL**, where the hero achieves their goal. The story concludes with a **RESOLUTION**, good or bad. **Characters Cards** ---------- You have three CHARACTER cards to manage the development of different characters, alongside your HERO'S STEPS cards. **The Assets** ---------- * The blue ASSETS cards help you organize the main elements of your story. * Use them to build the universe of your narrative by creating sticky notes, maps, and images around these cards. **Editing Cards** ---------- * Based on the THREE ACT STRUCTURE, EDITING cards allow you to direct your story like a master filmmaker. * They prompt you to focus on key elements: + The hero's concept + Who should be introduced early in the story? + What event sets off the plot? + When do you want the audience to reach their most emotional moment? Watching every episode of a TV series is a favorite pastime for many enthusiasts. For instance, some dedicated fans are employed at: (Probability: NNES - 30%)